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The

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BRUTUS BULLETIN

ET TU, BRUTE

MAR 17 1979



-Courtesy of
DRAGON +
the LAMB

The BRUTUS BULLETIN, North America's Number One Dipzine per the 1978 Leeder Poll, is put out every two weeks by John Michalski, Rt 10, Box 526Q, Moore, Oklahoma 73165. Subs are available for 25¢/issue, 16/\$4. There are no openings other than standbys. The BRUTUS BULLETIN is produced to run a few postal Diplomacy games fast and cheap; nothing more is promised than fast adjudications. However, as the editor also enjoys filler, I run all I can up to the two-oz limit, unless there is none, as was the case with #34. THIS ISSUE should be more up to snuff, thanks to letters and other contributions, including, at long last, the return of BUREAUCRATIC BLUNDERS.

PLAYER RATINGS

have been getting a lot of attention lately, especially if you just got your latest DIPLOMACY DIGEST from Mark Berch. Steve McLendon, et. al., of THE DRAGON & THE LAMB is setting up a new rating system called DRAGON'S TEETH which will rate all players of the past 5 years or so, and apparently, standbys under an altogether different system. (A lot of this is still up in the air). My own views were best put forward by Doug Beyerlein in his commentary quoted in Mark's DD #20, endorsing the Calhamer Point Count Listing. It is not fancy, but as Doug says, it is good for that very reason. It is easy to maintain (or even create, for that matter, as all you need are back issues of EVERYTHING), something that DRAGON'S TEETH will lack. DT is more fine-tuned, etc., but will last only as long as Steve, Bob Hartwig, and Co. stay interested enough to do the work. In view of Hartwig's on-again, off-again record with his own zine, and the IDA to honcho for another year, I must really question if the project will bear enough fruit to justify Steve's efforts (and the others, whoever it all is, exactly). Personally, I favor ratings and such, but I have misgivings about the long-range future (2 yrs) of DRAGON'S TEETH.

HOBBY NEWS/GOSSIP/RUMORS

DIPLOMACY WORLD, which we were told to expect the first week in February, is now at the printers a month later, according to the latest issue of BROUHAHA. Perhaps it will at long last reappear this month. Another source, which I don't know if I can quote or not, said that Jerry Jones paid Conrad von Metzke \$500 for it, plus some other gems that I unfortunately left at work. Maybe someday one of the players in this drama/farce will tell all. Normally, I doubt anyone would much care, but there keep coming all these odd tidbits like the strange fragment of a tale about how Elmer Hinton got shafted somehow in this deal, another story as to how the IDA will now have nothing to do with DW, or will own DW, or will move its headquarters to the moon... Maybe we could commission Rod Walker to write a Gamer's Guide to the DW Fiasco? I'd look forward to the next DIPLOMACY DIGEST as well, to see Mark Berch's incisive review comparing Rod's story to the most commonly held beliefs and stories then in circulation as to the course of events. Ah, what a hobby!

EVER WONDER what you could contribute to BRUTUS BULLETIN? Check out the latest issue of Steve McLendon's DRAGON AND THE LAMB, from which I hope to plagiarize this issue's cover, if not more. It is a special issue, and the most entertaining one I can recall offhand, and D&L is pretty entertaining. Write Steve at Box 57066, Webster, Texas 77578. Anything in there aside from his games is what I'm looking for. Jokes, cartoons, stories (You must see the story called "Surprise", in case I can't get it redone and into this issue for you), the whole works; credit is given at the approximate rate of 2 free issues per page, more or less depending on the item(s).

STANDBYS are being used up fast of late, largely due to the resignation of Joseph Rau and the apparent drop of John Beamer. At this writing, Mr Beamer had one set of orders arrive late, but the second game (& miss) never did, so I must presume he is dropping. Aside from the usual problems, those of you who bother to follow the letters section of this zine will know that Mr Beamer and I have been at odds for some time. While this is always irrelevant to play, the coincidental occurrence of our disagreements and his missing/dropping no doubt leaves some doubt in mind, and this is unfortunate for all concerned. For the record, I run my games here (and play in others outside) strictly on their own, regardless of one's views on politics, China, abortion, music, Quebec, anchovies, or Alan Rowland. I hopefully presume that Mr Beamer's apparent drop is similarly disassociated from our clash of views. Also, PLAYERS should note the item at the bottom of the KN game page this issue for another note concerning orders and mailing.

LATE NOTE: Mr Beamer has returned, too late for T9H, but just in time to waste all of Guajardo's Russian KN press AGAIN. Anyhow, welcome back.

(all draws fail)

77KN

DAMOCLE'S SCIMITAR FINALLY FALLS; NO ONE WANTS RUSSIA!

FALL, 1915:

AUSTRIA (Kassel): A TYO-Ven; A Rom S A Two-Ven/ann.; A BOH H; A GAL S A Boh; A UKR S A Gal

FRANCE (Ditter): F Mid-NAO; F Nth-EDI; A Bel-HOL; A Sil-BER; A MUN S A Sil-Ber; A RUH-Kie; A BUR S A Mun; A Tus-ROM; F TYN S A Tus-Rom; F GLYO S F Tyn; F TUN-Ion; A PIE-Tyo

RUSSIA (Beamer?): NMR! F DEN, KIE H; F Ber H/d/r Bal, Otb; A PRU, WAR, LVN, MOS, NWY H

TURKEY (Hueston): A Sev-RUM; F Aeg-GRE; F Adr-TRI; F APU-Ven; F ION S F Nap; F NAP S F Ion

Would Arturo Guajardo, 3201 E Greenlee Rd, Lot 13, Tucson, AZ 85716 please standby for Russia? Seasons will separate at 2 requests. Winter, 1915, and Spring, 1916, will otherwise be due here MONDAY, March 19, 1979. Press follows 1915 in review.

| | | | |
|-----------------|---------------------------------|----|--------------|
| 1915:A: Vie Bud | 7/7 Ven Ser | 4 | 3 ann., even |
| F | Home Spa Por Lvp Lon Hol Bel Tu | | |
| | Tun Mun Ber Rom EDI | 14 | 1 ann., -2 |
| R: | StP Mos War Nwy Swe 7/7 Den | | |
| | Kie | 7 | remove 1 |
| T: | Home Bul Sev Nap RUM TRI GRE | 9 | build 3 |
| | | 34 | |

NOTICE TO KN & IH PLAYERS: The press should have gone to you with the adjudications sheets: the "late Press" that I mentioned turned out to be for a DIFFERENT game. The press that did appear was here in plenty of time. So, those of you who sent some in, please don't feel that it was you that delayed it or caused the separate mailing. J.M.

1977KN Press, Fall, 1915

CONSTANTINOPLE-VIENNA: You gave me bad advice and wrecked our position. I could look forward to a long slow kill or this. Not much of a choice, was it?

CONSTANTINOPLE-WORLD: Come and get me, fellas.

CONSTANTINOPLE-PARIS: You I fight to the death.

CONSTANTINOPLE-ST PETERSBURG: You I only fight to keep off my back.

NOTICE TO ALL BB PLAYERS: One player who stands among the MANY who have recently NMR'd wrote in to complain how, if he had to mail 4 days ahead instead of 3, correspondence would be virtually impossible. This is true. That is why I have always (and to little avail) urged EVERYONE to send in SOMETHING just as soon as you get my flyer with the moves. Then send in 'real' orders later. Next, you must be prepared when the adjudications arrive; that way, all you need do is write your buddy (or new buddy...) "OK, Situation #2 has come up, so I will do XXX unless I hear otherwise, as we agreed." See, folks, FAST games require either a different style of play, or, more demanding play (i.e., pay attention) than your usual 4-game-years-per-1979-type game. That's what BB is all about. I don't mean this as an attack on the particular person, nor anyone playing or thinking about it, but if you want to write, get replies, think about them, and THEN send in moves, write me for some reliable and responsible monthly publishers. BB isn't made for that kind of play, and never will be. I know these postal delays can really hurt, but YOU have to cover yourself: I have to publish that deadline day.

((After a long absence, here once again is BUREAUCRATIC BLUNDERS, reprinted with permission, if you can believe that, from Conservative Digest, 7777 Leesburg Pike, Falls Church, VA. Not the best I've seen, but, nice to have it back at long last)).

Bureaucratic Blunders

A 10-year, \$60 million federal study in Seattle and Denver revealed that when people have a guaranteed annual income, they are less likely to work.

A Wisconsin government employee who lost a filling in his tooth while munching on popcorn during working hours filed for workman's compensation, and won—receiving \$167.

(Connie Tarter)

If you're an employer, be careful about hiring God-fearing workers. The Treasury Department has threatened to cut off revenue-sharing funds to the city of Palmetto, Fla., because Palmetto's mayor, John J. Holland, last year told a local reporter doing a story of the city's residency requirements, "I don't care where an employee of this city lives as long as they are God-fearing, taxpaying citizens." The phrase "God-fearing" proved explosive.

The local ACLU called this statement "as flagrant an example of discrimination as can be imagined," and then launched a nationwide campaign to stir up trouble for Mayor Holland, a campaign which ultimately led the Civil Rights Division of the Treasury Department's Office of Revenue Sharing to send a warning letter including the phrase, "It is alleged that the City of Palmetto, Florida, practices religious discrimination in its employment practices."

(Jeff Jones)

Efforts by a New Jersey community to get welfare costs under control have met bitter resistance from state government. The little community of Mount Holly township dropped out of the state welfare system and started its

own, which includes the requirement that welfare recipients work for their payments. The new requirement had the desired effect. Thirty-four recipients were told to reapply for welfare under the new rules and only four elected to do so.

But state welfare officials were outraged, and told Mount Holly to hire a welfare director and a case worker, to provide a waiting room for applicants and to set up a \$500 petty cash fund for welfare—all of which would cost \$30,000. Mayor Joseph R. Malone III explains his response: "The petty cash fund for the whole city government is only \$10. We told them to go pour sand." So the state of New Jersey has taken Mount Holly to court in an effort to force the changes. (William J. Koczon)



Conflicting signs in Sunnyvale, Calif. Drivers can't turn right, because it's a one-way street—but the sign forbids a left turn. (Mel Noeth)

The Government Printing Office, exasperated with Post Office inefficiency, has turned to United Parcel for the shipment of some federal documents. A spokesman says UPS is faster and cheaper than the U.S. Mail in many areas.

In another effort to improve efficiency, however, the Government

Printing Office (GPO) was less fortunate. Deluged with complaints from people who ordered publications but never received them, GPO discovered that some of its employees were throwing away orders rather than filling them. The evidence was clear: trash cans full of unfulfilled orders.

To find the culprits, investigators prepared stacks of secretly marked orders and gave them to designated employees, with codes linking each order to a particular employee. Sure enough, the orders to one employee turned up in the trash, and he was suspended and fired.

Public complaints about unfulfilled orders stopped, but were replaced by complaints from the fired employee, who appealed the firing first to the GPO high command, which turned him down; then to the Civil Service Commission field office in Washington, which turned him down; and finally to the Commission's Appeals Review Board, where fortune smiled. The Review Board ruled that since the evidence against the employee was circumstantial, he must be reinstated in his old job and given 18 months' back pay.

(Richard Perich)

A teacher whose remedial English class produced a magazine with tips on smoking marijuana and shoplifting ("How to Steal Ice Cream and Candy at 7-11") says she does not condone the subject matter but feels the project was "an accomplishment of incredible magnitude." The teacher, Wendy Evans of South Windsor, Conn., could have kept the magazine in draft form or else deleted the article advocating theft, but chose instead to print and distribute the whole magazine, explaining, "For them to see their written work in print gave them such a feeling of pride." (Robert W. Fletcher)

THE SURPRISE

Once upon a time there lived a man who had a maddening passion for baked beans. He loved them but they always had a very embarrassing and somewhat odorous reaction on him. Then one day he met a girl and fell in love. When it was apparent they would marry he thought to himself, she is such a sweet and gentle girl she will never go for this kind of carring on. So he made the supreme sacrifice and gave up beans. They were married shortly thereafter.

Some months later, his car broke down on the way home from work, and since they lived in the country he called his wife and told her he would be late, because he had to walk home. On his way he passed a small cafe and the odor of freshly baked beans was overwhelming. He had several miles to walk so he figured that the effects of the beans would wear off before he got home, so he stopped at the cafe and had three orders of baked beans.

All the way home he putt-putted and after arriving felt reasonably safe that he had putted his last putt. His wife seemed somewhat excited and agitated to see him and exclaimed delightedly, "Darling, I have the most wonderful surprise for dinner tonight." She then blindfolded him and led him to his chair at the head of the table. He seated himself and just as she was ready to remove the blindfold, the telephone rang. She made him vow not to touch the blindfold until she returned, then went to answer the phone.

He seized the opportunity, shifted his weight to one leg and let go. It was not only loud, but as ripe as a rotten egg. He took the napkin and fanned vigorously the air about him. Things had just returned to normal when he felt another urge coming on him, so he shifted his weight to the other leg and let go again. This was a true prize winner. While keeping his ear on the conversation in the hall, he went on like this for about 10 minutes until he knew the phone farewell meant the end of his loneliness and freedom. He placed the napkin on his lap and folded his hands on top of it and smiling contentedly to himself, he was the picture of innocence. When his wife returned, apologizing for taking so long, she asked if he had removed the blindfold. When convinced that he hadn't removed the blindfold, she removed the blindfold, and there sitting around the dining room table were twelve dinner guests for his surprise birthday dinner.

Guest editorial

from URF DURFAL 38

Greg Costikyan
P O Box 865
Brown University
Providence, R.I. 02912

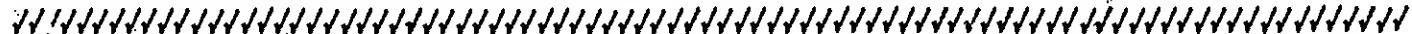
"EXPLOITATIVE" CAPITALISM

Liberals assume, *a priori*, that capitalism is exploitative---apparently, so widely-held a belief that no confirmation or evidence need be presented to support the premise. In actuality, under capitalism each worker is free to work at the occupation he desires in the location he desires; he is free to quit, acquire new skills, unionize to press for changes in his work environment, change jobs. In a socialist society, however, workers are highly regimented; occupation is often determined by the government on the basis of a test taken upon graduation from high school (as is current practice in the USSR, and (to a lesser extent) in Britain); workers are often assigned to certain areas and not permitted to live in the area of their choice (as is the case in Sweden); workers may not quit their jobs without the approval of governmental or managerial authorities (again, as in the USSR); pay scales are carefully regulated by government, with little to no contribution to decision-making on the part of workers (as in the USSR). This being the case, it is difficult---in fact logically impossible---to maintain that capitalism exploits workers. Additionally, one must consider the demonstrably higher standard of living of workers in capitalist nations over that of workers in socialist nations; how can an owner of two automobiles, a house in the suburbs, and a color TV be considered exploited, when a worker who lives in a factory domicile, shares a refrigerator with three other families, and is not permitted to purchase an automobile (even should he have sufficient money to do so) is not? Ah well---logic has never been a high point in socialist thinking, since socialists tend to think by slogan.

Is work prejudice---either exclusion of minorities from jobs or a lesser pay scale for minorities or women---the result of "exploitative capitalism"? It is hard to support the assumption. Now that most Americans are city-dwellers, and thus fully absorbed into the capitalist employment structure, work prejudice continually diminishes. Employers discovered that they could gain fully competent labor at a lower cost of hiring women or minorities; thus female and minority employment began to expand. The employer who is willing to hire women or minority members has a competitive advantage over one who is not, for his potential pool of competent labor is larger. The employer who is willing to pay women or minority members full wages has a competitive advantage over the employer who is not, because he will be able to hire competent women or minority members more easily. The laws of the market are merciless; as time passes, competition for competent female labor will drive women's wages upwards towards equality with men.

It is only in socialist states, in which all industries are monopolies owned by the state that employers can afford to be discriminatory. In a capitalist society, an employer who is discriminatory places himself at a competitive disadvantage; in a socialist society, a monopoly employer has no competition, and therefore cannot be disadvantaged.

Thus, civil rights in America go hand-in-hand with economic rights. The two are indivisible and alternative sides of the same coin. Socialism means denial of basic rights to workers as well as "exploiting capitalists". Only in a capitalist society are our liberties assured.



1977 KS

PLAYER ENGAME COMMENTS

RICK PRICE, Austria

The sub-title for this game should be "Live and Learn" for me. I didn't feel bad about losing this game because I think that some lessons were learned that will help me in future games.

The first lesson learned was: Don't put all your eggs in one basket right off the bat. In the beginning of the game I had the urge to try an alliance between Italy and Austria. It just so happened that the Italian player--Chip Charnley--loved the idea, so we were game-long allies before the game ever started. So okay: the plan was for me to favor Turkey against Russia, and then along would come Italy and get Turkey through the back-door. Russia would be weak and would be preoccupied with England and Germany, leaving Turkey to face a two-way attack by himself.

Everything started out as planned, and soon Russia was down to two units. But suddenly Chip dropped out of the game (because of the postal time-lag for him in Canada) and the new Italian player was anti-everybody-on-the-board. So now my plan was ruined, and I was in a position to learn my second lesson: Press (of any kind) is strictly for entertainment only and shouldn't be taken seriously.

I had no choice but to continue my short-term alliance with Turkey, which was basically alright except that we had some trust problems. With the advent of the new Italian player, Black Press began to flourish. I was completely duped by some early releases, and Turkey--Lee Kendter, Jr--didn't think I'd be so dumb as to fall for the trouble-making press, so he didn't bother telling me it wasn't true. So I got paranoid and stabbed him, which wasn't such a bad move, but then I kept getting more paranoid about a Turkish-Italian alliance. I was on good terms with Germany but he couldn't help me.

At that point I went beserk and figured that, since I didn't have any friends, I'd go down fighting. So I made two turns of suicidal moves, and you know the rest. As it turned out, Italy wasn't even talking to Turkey. I'd have been fine if I'd kept my wits about me. (Third lesson here was: never lose hope, because everything can change overnight in this game. Look at Rick Kassel's brilliant comeback as a defeated Russia to become the most powerful player on the board).

Well, this game hopefully will help me towards the experience needed to compete with the more "seasoned" players. Thanks to John Michalski for a fast, efficient game and an interesting zine.

DAVE GRABAR, FRANCE #1

This is the only game in ten years I felt compelled to resign from. There were personal problems between John and myself. I feel they are straightened out and am presently in another game of John's. I do feel this is the best zine out today, and John takes great pride in what he is doing.

Initially, Reges ((Germany)) and I decided the English had to go. We were set for the kill. Then in Fall, 1904, I got word that Reges was planning a stab. I tried to hold the game until I could see if the stab materialized. Instead, I received an NMR. My position was not that bad, but my plans were totally destroyed. I felt England would have been cut by '06.

Hunt ((England)) and I did not get along well. That put France into Reges hands. I also gave Kendter a bad time. I blamed every aggressive move France made on him telling me of some upcoming event. Sorry Lee ((Turkey)), I needed some justification for my actions.

I do wish I could have seen the game through as I was enjoying it very much.

1977 KS Endgame Comments

RICK KACSEL, RUSSIA ((won F'12))

I wasn't going to write this but decided I must to get a few things off my chest. My strategy in Spring 1901 was typical of any sound Russian player - Austria, Turkey and Germany were all contacted with friendly notes. I was leaning toward Austria as an ally but was convinced by Turkey's letters and Austria's not writing that Turkey was the only choice I had. Unfortunately Turkey and Austria had agreed to ally against me. Rumania and Sevastopol both fell to Turkey cutting me to three centers.

In the North I was trying to get Germany to help me into Swe but he too decided to ally against me. He then had to show his poor taste by declaring in his press "Sure I lied. What are you going to do about it?" Very childish Craig.

At the same time I responded to Germany's press I made an all out effort to convince Austria that I had been fair with him (all that "Honesty" press) and that I wished him well in the game after I was gone. I don't know if I hit a soft spot or if Austria just got greedy but he did attack Turkey and thereby relieved a major threat to my existence.

The English/German alliance still remained a problem in the North. I decided to gamble and commit my surviving forces in the North. This left my Southern front exposed but I hoped Austria and Turkey would be at each other and would leave me alone, which they did. Germany finally decided to turn on England after numerous letters between us and helped me into Sweden. Once England saw Germany aid me he started writing letters to me asking for my aid against his former ally. I simply played each other off against the other while I gained both Sweden and Norway.

Turkey requested and received my partnership against Austria. Once he pulled out of Russia my survival was almost assured. Therefore I readily agreed to the alliance. I had nothing to lose and much to gain. From this point on both Turkey and Germany were asking me to attack the other. Rather than commit myself against either I kept friendly relations with each until I was sure neither would or could easily stab me again. I finally chose Turkey to ally with and we attacked Germany (after he attacked me) and Italy together. We also agreed to an end game tie if certain conditions were met.

Although Turkey may feel I betrayed him in the end he can blame no one but himself. As John can confirm I did vote "yes" on the Russian/Turkish draw up until about 1910. However when Turkey refused to honor our DMZ's and trcaty agreeemnts I stopped voting for the tie and moved to assure my security against another Turkish stab. Then he missed a turn and I made a number of gains rather then merely holding a defensive line against him. From that point on I went for the win. So Lee you have only yourself to blame for the loss of a tie game.

In my opinion a Russian/Turkish alliance is almost unbeatable. To stop it requires an active German/Austrian/Italian alliance working in the East. That is something I've yet to see in my experience in Diplomacy.

One final note to John and anyone else who may want to comment. I believe a GM should exercise some degree of censorship on what press he allows to be printed. Specifically I feel vulgar releases such as the typical Reges press should be banned from the game. The English language has a sufficient quantity of words in it to allow communication with both friend and foe alike without labelling people as "asshole", "fagot" and other such demeaning and derogatory names. It would be interesting to know if a case could be made

Kassel, cont'd

for a "deformation of character" lawsuit over use of such terms in print. If so would the GM be a defendant as well for printing such slander? In any event I trust I have made my point. Such garbage has no place in a game in my opinion. I'm just sorry we were subjected to it as long as we were in this game. It was the one negative point to the game.

KONRAD BAUMEISTER, FRANCE #3

When I took over the French position, there wasn't much left to rescue, but I was willing to try. A note to Reges brought no reply...and so I attacked him, assuming that if he wanted an ally that he might write. I didn't understand why he attacked me later on, accusing my play of being stupid..after all, he brought it on himself. If he thought that he could take on the rest of the board, fine. It was his decision. I'm only sorry that Rick decided to rid himself of the German himself instead of accepting my support. Congratulations to Rick; he made a spectacular comeback from a bad position.

GM COMMENTS

This was my second game, and unfortunately, one that I feel I did the worst job on. No critical error was ever made, thank goodness, but 3 out of 4 of the error notices that I EVER have had to send all occurred here in KS, for which I am very sorry. I thank the above players for their kind remarks; those players from whom I expected less kind remarks did not send in a closing statement.

77KS began as a normal game, but didn't stay that way. Rick Price, Austria, wrote in above, and his comments shed some light on the most critical factor in the game. That was Charnley being replaced by Bill Shaffer. In retrospect, I wouldn't do that again, but who could tell then what would occur? The Italian position was poor: a Fall O1 miss, without neutral moves at that point, left Italy at 3 without even Tunis. Mr Shaffer had never . . . played DIP before, so to get his feet wet, let him have the position.

His play, which could best be described as "irrational", was the smallest part of it: it was that first set of Black Press he turned in that set off a bomb. After that, really, he turned in only rare and short pieces, but like he said, "It doesn't matter, I'm always in the press anyhow!". True. While to that time no one had done anything with black press, he started it rolling, and the other players--not all, but enough--really picked it up and ran with it. YOU out there got a few laughs at reading the stuff: I got a LOT of laughs by seeing and knowing who WROTE that stuff! A player would even attack HIMSELF in the press on occasion, just to make it more plausible that it was someone else doing it, and Shaffer provided everyone with a scapegoat. It duped Austria into turning on Turkey when they were eating Russia alive, and then, when Italy was at that critical point of being able to pick and choose between helping A vs T or T vs A, he shocked everyone by turning his back on the east and charging off upon an unsuspecting France!! Well, it sure added, well, let's call it "flavor" to the game. He went out in typical style: from 4 in 06 to 0 in 07, all to Turkey.

Look at the game in 1903: 7 powers still there, only 2 centers separating the strongest from the weakest, the West and East about the same...then 3 years later, 2 powers hold half the board between them, plus 1, even. Six years LATER, one of them is wiped out, and a power different from either one of them wins.

cont'd

CHART
Follows

1977KS in Review

| | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 |
|---------|----|----|----|----|----|----|----|----|----|----|----|----|
| Austria | 5 | 6 | 4 | 4 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| England | 5 | 5 | 5 | 3 | 2 | 1 | 2 | 2 | 1 | 0 | 0 | 0 |
| France | 5 | 5 | 5 | 4 | 3 | 4 | 5 | 4 | 5 | 5 | 3 | 2 |
| Germany | 5 | 6 | 6 | 7 | 8 | 9 | 7 | 7 | 4 | 1 | 1 | 0 |
| Italy | 3 | 4 | 5 | 4 | 5 | 4 | 0 | 0 | 0 | 0 | 0 | 0 |
| Russia | 4 | 3 | 4 | 6 | 8 | 9 | 9 | 10 | 12 | 15 | 16 | 19 |
| Turkey | 5 | 5 | 5 | 6 | 7 | 7 | 11 | 11 | 12 | 13 | 14 | 13 |
| Neutral | 2 | 0 | | | | | | | | | | |
| | 34 | 34 | 34 | 34 | 34 | 34 | 34 | 34 | 34 | 34 | 34 | 34 |

Zine: The BRUTUS BULLETIN GM, for better or worse: John E. Michalski
 Players: Austria, Rick Price, out F'06. England, David Hunt, dro F'08, CD, out Fl0.

France: David Grabar, res S05; Willaim Newell, Jr., dro W08; Konrad Baumeister.

Germany: Craig A Reges, out Fl2. Italy, Chip Charnley, dro F01; Willaim Shaffer, out F07. Russia, Richard L Kassel, Jr (Rick Kassel), wins, F'1912. Turkey, Lee Kendter, Jr.

Another crucial factor was the musical chairs played with the Western heads of gov't. Shaffer's Italy wrecked the AT alliance and created an RT one which rolled straight west, while the west NMRed, changed hands, and fiddled, all except for Reges' Germany who tried to deal with it as best he could. The third French player finished his chances, and Rick Kassel went on for the win per his comments above.

All in all, a really hairy game. Thanks to the many players submitting the tons of press that this thing generated in its heyday, good, bad, or atrocious, as the cases may be.

John M.

A Hot, Giant and Youthful Star Is Observed by Astronomers

-Ron Kelly

By Thomas O'Toole
 Washington Post Staff Writer

A star 10 times as hot and 40 times the size of our sun but no more than 2,000 years old has been observed in the Orion Nebula by astronomers at the Kitt Peak National Observatory in Arizona.

"This may be the youngest star ever found," said Kitt Peak's Dr. Donald N. B. Hall, who with three other astronomers identified it with the 158-inch telescope on top of Kitt Peak. "The star is surely in its earliest stages of evolution."

So freshly formed is the star that its tremendous heat is blowing gas and dust away from it at speeds of 60,000 m.p.h. The far edge of this gas-and-dust cloud lies almost one-fifth of a light year away from the star, meaning the cloud is now as far as 1 million million miles from the star.

The speed at which the cloud is moving away from the star is the most precise measurement of the age

of the star, Hall said. Infrared instruments attached to the telescope did this by measuring the rate of expansion of the cloud's carbon monoxide, an important constituent of any interstellar dust cloud, and then computing how long ago the cloud began moving.

"This is how we know the object is a star and not what is called a 'protostar,' one still in the process of formation," Hall said. "A protostar is one that is still in the process of collapse and is still accreting matter onto itself. This one is blowing matter away."

The star in question lies beyond the constellation Orion in the middle of the Orion Nebula, which is surrounded by thick gas and dust clouds believed to be the breeding grounds of many new stars. The star is near four protostars known as the Trapezium at the center of the Orion Nebula.

Known as the Becklin-Neugebauer star for the two astronomers who discovered it in 1968, the 2,000-year-old

star is almost completely hidden by the dust clouds around it. Only infrared instruments that pierce the clouds can see it, and only the infrared instruments used by Hall's team on the Kitt Peak telescope have been able to get detailed measurements of it.

A star is born when swirling interstellar dust clouds collapse under their own weight, shrinking down in a ball that gets hotter and smaller all the time. The collapsing cloud reaches a "critical mass" that triggers a nuclear fusion reaction where the hydrogen gas in the cloud is ignited and burns until the hydrogen fuel is exhausted.

Once the cloud is ignited into a star, it rapidly evolves to a stable state astronomers call the "main sequence." The Becklin-Neugebauer star is now about 2,000 years into its main sequence, a state it will sustain for at least 1 million years.'

Before the Kitt Peak observations, the youngest stars identified anywhere in the universe were estimated to be between 50,000 and 100,000 years

old. Many of these young stars have been identified inside the Orion Nebula, which has often been called a stellar nursery.

Kitt Peak's Dr. Hall estimates that the Becklin-Neugebauer star sometime in the next 10,000 years will drift out of the interstellar cloud obscuring it from sight.

One reason it will do so is that the

force of its own formation gave it enough velocity that the star is now moving at enough speed through space to carry it away from the cloud eventually.

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THE FIRST REAL SIMULATION ON INFANTRY COMBAT EVER PRODUCED. TOO LONG HAVE WARGAMERS BEEN CHEATED BY GAME COMPANIES WHO HIDE THE "DIRT", THE HORROR AND THE DISGUST OF REAL INFANTRY COMBAT. TOO LONG HAS IT BEEN MADE TO LOOK EASY. ALL YOU EVER DID WAS FIRE YOUR NICE, CLEAN WEAPONRY AT NICE CLEAN ENEMIES...AND EVEN WHEN THEY DIED...THEY DIED NICE AND CLEAN. YES, THE INFANTRY SOLDIER HAS BEEN GLAMORIZED TO A POINT OF RIDICULOUSNESS (aw, so call it anyway you want). THIS GAME TELLS IT ALL....IT'S....

SQUALID LEADER!!!!

The truth can now be told. Squalid Leader portrays the plight of the miserable, lonely and dirty infantryman whose forced to fight for something he doesn't understand, against incredible odds, and led by men he doesn't respect, or even trust. Yes, you'll live right along with this poor bastard (each player uses only one soldier counter representing only one poor S.O.B.) as he fights for survival (which is the only victory condition in the game -- very realistic).

Each game comes with a realistic playing map (22 by 28) representing one gawd-awful battlefield. Each side has a number of pre-dug foxholes to begin with. You chose your sides, and you chose your foxhole (all are equally bad, so it makes no difference which you chose) then the fun begins. The phases are as follows:

PHASE ONE: OFF-BOARD ARTILLERY FIRE. Each player allocated secretly his OBAF missions, which serve to scare the bejabbers, if not kill and maim, the enemy. Realistic combat results include being blown to pieces (a direct hit) to peeing in your pants (a near miss). Special information counters are provided for every eventuality.

PHASE TWO: ASSAULT PHASE. Any player who wishes may leave his foxhole and charge the enemy positions may do so. However, you first must roll on the "Section 8" table to see if you're fit to continue playing this game.

PHASE THREE: INDIRECT FIRE PHASE. This is where your soldier places his rifle on the rim of the foxhole and fires without looking. For each soldier that fires, you must cross index the weapon type you're firing with a dice roll. Realistic results include "No Effect", to actually hitting someone with a lucky shot. When the table indicates a hit, you must roll again to determine whether it was friend or foe.

PHASE FOUR: DIRECT FIRE PHASE. You may now aim your weapon, thus increasing the chances of hitting something (or someone). You may even try to shoot the Platoon Leader, if you wish, as this increases your chances for survival. Any combat veteran knows that Platoon Leaders always have ideas that can get you killed. However, since you stuck your head up to shoot, you must now roll on the "Exposed Head" Table. Any wounds indicated hereon would, of course, be fatal.

PHASE FIVE: MORALE CHECK PHASE. First, you must roll on the Random Events table before determining morale. Events that can occur are "Receive Dear John Letter" to "Catch the Trot". Now, you can check the morale table. For instance, notice that Minor Wounds are worth 5 points, Major Wounds are worth 10 points, the Trots are worth One Point, Dear John is worth 2 Points, Peeing in Pants is worth One Point, etc. Also, at this time you may counteract some of the events if you possess the correct remedies. For instance, morphine, food, wound-dressings and clean undies can relieve certain miserable happenings, thus keeping morale up. You will discover that the true professional infantryman equips his foxhole like a store if he's smart. You may now start on phase one again.

At the end of the game, check each soldiers morale factor. If it's very bad, but the soldier is alive, he wins...sort of. He's probably got to go through hell, again, though. If his morale is high and he's alive, he also wins. If he's lucky, they'll promote him and send him back to the States to receive a medal. If he's unlucky, they'll make him the plato leader.

If the soldier has a high (or low) morale, but he's dead, you've really lost!

WATCH FOR THE NEXT GAME IN THE "SQUALID LEADERS" SERIES: R AND R IN REMAGEN, where the soldiers get to go to town!

— R. Kelly

Military must hold on, not slide into the values of the civilian world

By Alan Ned Sabrosky

Today, a fundamental problem confronts civil-military relations in the West, in general, and the United States in particular: military institutions must reconcile their societies' values with the imperatives of modern war. Of course, a society's values are reflected to some degree in its military. No military institution may stray too far from the values of the society it serves without losing its legitimacy and, eventually, its effectiveness. The French and American experiences in the First and Second Indochina Wars demonstrate this.

On the other hand, military institutions sometimes come so close to the values of their societies that they are unable to carry out their essential military missions.

Major changes in the value systems of the Western advanced-industrial societies have been under way for some time. Two principal developments in the values of these societies have been reflected, in varying degree, in their military institutions:

First, the pursuit of "human dignity" has often produced a corresponding inter-

Mr. Sabrosky is assistant professor of politics at Catholic University. He and his wife will be teaching political science during the coming year at West Point.

*This article is condensed from one to be published in *Orbis*, a Journal of World Affairs.*

est in improving the well-being of military personnel. The military unionism movement in several West European countries, as well as in the United States, is but one manifestation of this interest. Also, the belief has arisen that it is either politically expedient or socially desirable to make the human burden of military service as light as possible. The general reliance in the West on armed forces composed either largely of short-term volunteers or largely of conscripts is indicative of this belief. The belief is also reflected in the general attention given to reducing peace-time stress on the individual soldier in all but elite units.

Second, questions about the legitimacy of military force as an instrument of policy and a growing disdain for the art of war seem to be enhancing the appeal of one form or another of the "constabulary" military model. The concept of the constabulary force (a) emphasizes a pragmatic approach to international relations; (b) defines its goal more as peace-keeping than war-fighting; (c) assumes that only limited wars for limited political objectives can be waged in the modern world if deterrence fails; and (d) gives precedence to the managerial style of military leadership over the traditional "heroic" model.

Perhaps these developments will have no influence at all on the functional effectiveness of military institutions in the West in the long term. The abundance of inexpensive resources on which the Western advanced-industrial societies are based simply may not be accessible in the future. They could well evolve into less demo-

cratic societies in which the pursuit of "human dignity" has given way to emphasis on greater social discipline. At the very least, such a development would entail a reversal of the liberalizing trends now apparent in the armed forces of most Western countries.

Whatever changes occur in Western societies, Western military institutions are likely to be compelled to act in an increasingly demanding political-military environment. The essential strategic balance between the United States and the Soviet Union has changed significantly over the past decade, and has raised concern in many quarters about the future stability of global and regional balances of power. In addition, the 1973 Middle East war made it quite clear that a general war would be a high-intensity conflict probably entailing numerous casualties and great destruction within a short time. Furthermore, in the aftermath of major defeats in Indochina, Algeria, and Vietnam, limited wars are, more likely to occur and more difficult for the West to contemplate waging. Finally, internal-security and counterterrorist missions are likely to become characteristic features of Western military institutions in the years ahead. All of these missions would be socially divisive; their moral legitimacy would often be uncertain, and it would be difficult either to measure or to attain success.

Meeting these demands will require extremely cohesive military institutions composed of highly trained and disciplined personnel. Unfortunately, the value systems which seem to be developing in the

West are in many ways incompatible with the requirements for fielding a military organization capable of meeting those demands.

Each country will not face the same challenges, act under the same constraints, or have to make the same choices. Still, some recommendations, bearing on the general situation in which all Western advanced-industrial societies find themselves, can be given.

(1) The value systems of Western military institutions simply cannot become more like the value systems which seem to be emerging in their respective societies. To do so risks undermining those institutions' ability to perform their essential missions.

(2) Western military institutions must not allow themselves to be judged according to their ability to perform social-welfare functions, nor should they adopt a welfare-oriented approach to the management of their personnel. Such an approach has often resulted in "civilianization," which in turn has led to a relaxation of the traditional standards of training and discipline. The only consideration of any adversary the West may have to face will be how well the West can fight.

(3) Western military institutions must reject the constabulary model in any form. A constabulary is intended primarily to deter, secondarily to defend, and virtually never to take the offensive. The military managers of a constabulary may suit the preferences of the civilian managerial class, but, in practice, they will perform poorly against an opponent committed to

the use of maximum force to achieve victory. In all cases, men simply do not fight and die well under the banner of cost-effectiveness, however much that concept may have appealed to Robert McNamara and his intellectual successors.

(4) Western military institutions should rely on long-term volunteers, rather than short-term volunteers or conscripts. Disciplined, long-term volunteers tend to make more willing and more efficient soldiers than do conscripts. To be sure, reliance on long-term volunteers necessarily means accepting lower manpower levels than might be procured with another system, but it is better to have a smaller force whose reliability and competence are assured than a larger force whose reliability and competence are uncertain.

Forced to choose between high-risk alternatives, Western military institutions would be well advised to risk societal rejection rather than battlefield defeat. A defeated army is likely to be rejected by its society in any case; whereas an authoritarian, spartan military establishment will be applauded if it wins, regardless of the divergence between its value-system and that of society at large.

Accepting the recommendations described above does not entail rejection by Western military institutions of the fundamental values held by the societies they serve. It would simply reflect an acknowledgment that the traditional military virtues of Duty, Honor and Country are most likely to produce military institutions capable of safeguarding the essential democratic processes of Western societies.

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Letter from:
ROD WALKER

"alcala"
1273 crest dr.
encinitas ca 92024
24 february 1979

A few words prompted by the last two BEs. It seems to me that all talk about "international" communism must at last be stilled by the recent events in Indochina. Since the death of Stalin, if not before, it was only possible to speak of "international communism" in the sense that one speaks of "international Christianity" or "international capitalism".

Aside from all of the minor communist factions...Eurocommunism, the Trotskyite parties, and other Marxist minorities...there are clearly two opposed giants whose political philosophies are alike in name but little else. In each of them "communism" is merely the political cover under which the old native ways are being adjusted and adapted to new conditions. One astute commentator long ago observed that the Soviet political system was "Tsarist orthodoxy encysted in Marxist dogmatism".

It is by no means self-evident that the movement of individuals from Marxist states to non-Marxist ones is politically motivated. One must of course intone the proper litany in order to be granted political asylum. But the plain fact of the matter is that the movement is from areas with low standards of living to areas with higher standards. Are these really selfless philosophers expressing a political choice...or are they merely out for greater comfort and more goodies? I do not say a selfish motivation should be condemned; only that it should be recognized for what it is.

However, that has nothing to do with our belated recognition of the PRC. For the moment, let's assume that the USSR harbors only the most malignant intentions toward us. It would not be the first time that national policy has been founded on no better principle than a grudge.

First of all, the question of how strong we need to be depends on our objectives. If we want defense only, then the defender need be nowhere near so strong as the aggressor in order to be successful. This is especially true if there is no land invasion route. Our military men badmouth our current situation simply because generals never have enough, no matter how much they have. However, a good deal of the current estimates of our military state are based on the notion that we ought to be defending at least three other continents, large chunks of Asia, a whole batch of islands, and other territory which...surprise!...doesn't belong to us. While I am anything but an isolationist, it seems to me that in a ~~xxxxxx~~ strictly military sense defense, like charity, begins at home.

Second, if we were to be forced into a military confrontation with the USSR, Taiwan will be about as much use to us as Ceylon, Sicily, Iceland, and Tierra del Fuego. It is, in the words of one of the old prophets, a broken reed. Even if Taiwan were a model democratic society (which it isn't), even if Taiwan were a model capitalist society (which it isn't), It is an incredible bargain as the price of a Chinese alliance.

The old bipolar balance of power, long in shifting, is now in the process of jelling. If the USSR really intends to attack us, she

(24 February 1979)

2.

cannot do so without exposing herself to Chinese attack. Nor can China afford to allow Russia to destroy us because that would remove her major potential source of help in the event of a Russian attack into Asia.

It would of course not be a formal alliance. Any such thing might drive the Soviets into more desperate action. But the alliance is coming...one obviously of mutual advantage...and the price of Taiwan is not too great to pay. However, we may not be required to pay that much. The Chinese seem to have no objection to our continuing to have relations with Taiwan qua Taiwan.

The situation is, however, very delicate. We can't afford at this juncture to antagonize the Chinese by preventing them from invading Vietnam. They may intend to annex the northern half of the country as a security measure. On the other hand, if they do so, it will tend to neutralize the Russian presence in Southeast Asia. Since the Chinese probably intend to attack Russia some time in the next decade, they should not be allowed that degree of security in the south. One possible alternative presents itself: we secretly encourage Taiwan to ally with Russia. A strong Soviet naval and missile force on the island may keep the Chinese quiet through 1990. Hopefully by that time the international situation may have changed sufficiently to alter China's plans permanently.

At all costs, of course, a major Sino-Soviet confrontation should be prevented. It may be that if they fight now, and we remain neutral, we would come out of that situation as the only remaining Great Power on the globe. On the other hand, the danger we would become involved is much too great.

Ultimately, John, I suppose I am much more of a conservative than you. Over the past 4000 years, human nature in general and power politics specifically have not changed. If history teaches anything about power and ideology, it is that ideology is always the tool of power, not the other way around. There are of course a few brief flashes of reverse direction: France 1789-1792; Russia 1918-1920; the United States 1783-1788. But ultimately power wins. It always wins. Throughout the world the Marxist ideal was perverted to the national policy of the host nation. It would make no difference what ideology were espoused by Russia and China. The ultimate difference that would make in the ~~in~~ overall behavior would be trifling.

That is why, by the way, I can't get too disturbed over what ideology may be dominant in this country. I prefer not to chance, since the process would inevitably be disorderly and disorienting to some degree, possibly involving a certain amount of violence and destruction. But do you really believe that a "Marxist" United States would be much different? Our present "two-party" system really subsumes a minimum of four parties, if not more. In the same way, the two-party system could be subsumed in a nominally one-party state. We have already developed many ways whereby private industry can be subsumed under the myth of public ownership (and vice-versa). In essence the private and competitive economy would simply continue under nominal state syndicates ...every good American communist would simply cite Lenin's NEP as a precedent and go ahead.

It takes more than the temporary trauma of a "revolution" to change the main thrust of history. Indeed, revolutions are not changes in the historical process so much as they are climaxes within that process. They may hasten the advent of things that are happening, but they do not make new things happen (in the larger sense). A generation after a revolution, what you will find is that mostly the same things are going on under different names.

Real revolutions are long-term affairs, ones which slowly bend with social inertia: the industrial revolution of the 19th Century, the social revolution of the 20th Century. Now people are more inured to change, more receptive to it (at least in the West). There will be less resistance to the real revolutions as they occur...the technological revolution which has been going on for the last generation, for instance.

Oh, well; that's enough sermon for tonight. I have strayed from the subject in a sense. Let me just repeat Taiwan may be worthy, loyal, thrifty, brave, reverent, and all the rest like a good boy scout. Tough. Let's get our priorities straight: The United States of America does not exist for the benefit of the Chiang Dynasty nor any of its subjects, individually nor collectively. Nor is their island kingdom in any sense a Great Power which can treat with us as equals. Taiwan is a pawn, nothing more. If the pawn is taken in our current pincer, well, that's life. If not, we may have some other use for it later.

One of your readers said there was really nothing to choose from as between Peking and Taipei. Au contraire, there is this: The former is a Great Power and potential ally; the latter is nothing. If Russia is as big and bad a threat as you wish to believe, then it seems the greatest of good sense to stop antagonizing the most populous nation on Earth and make her our friend instead. I will not deny this is a cynical marriage of convenience...so is every alliance worth making.

Now, at last, after 30 years, we have an ambassador in Peking. Now it's Russia's turn to worry.

((Why should they worry? As your point of view gains adherents here, their final victory moves that much closer.

I won't spend the page and a half I could easily do in responding; I trust that the tone of your letter, expressing an attitude of using people and discarding them like so many paper towels, will curry or repulse those so inclined, and little I could add would make a difference. Let me just point out your prime oversight in first saying how worthless Taiwan is, then coming right back and saying that a Russian presence there would "keep China quiet well into the 80s". A Russian presence there (or anyone else's, for that matter) IS quite valuable; so would a presence in Ceylon, Sicily, Iceland, or Tierra del Fuego (nuke the Canal and ask the value of air bases on Tierra del Fuego). The other three are valuable now for the same reasons they were in WWII, though perhaps now Sicily is less important than it then was, Iceland and Ceylon more). In 400 years, let alone 4000, it may not matter much. In 400 years, let alone 4000, it will matter little if you are free and like it, or free and say "Who cares?", or spend your life as a slave. If taking that long view is consoling, go right ahead. If you think people risk and lose their lives coming this way for "more goodies", Rod, I'm afraid you'll only find agreeable editorials in GRAUSTARK.))

J.M.

RANDCLPH SMYTH (Fol Si Fie:)

275 SE 3d St, #314, Medicine Hat, Alberta T1A 0G4

Just received BB #32, and I'm impelled to respond to your "Important Note to Houserules" on page 4. I think your rule is a bit unusual, and may arise from a different conception of the timing involved in replacing a player.

My idea has always been that, although the original player retains the position until after the deadline has passed, he is replaced before the moves are adjudicated (if he NMRs again.). Otherwise "his" units would not be under control of the replacement at all, and would hold for a second season. In fact, if retreats of his units are necessary, most GMs permit the replacement to make these retreats; the replacement process is therefore complete even before the retreat season. Now, if you accept the universal practice that orders may be conditional on previous retreats (even when, say, summer/fall is combined), how can you balk at allowing orders conditional on a pre-summer event? It is the simultaneity of moves that a good GM will protect against foreknowledge, not the simultaneity of deadlines. The fact that all these events are keyed to the same deadline should not disallow players from basing their orders on something which happens earlier in the GMing procedure.

Your idea that "no one is allowed to know if country X has orders in" doesn't hold up, I think. The units will be ordered, either by the original player or the standby--it seems a basic right of the other players to know who is ordering the units. Suppose a GM was to start a game by assigning six countries to six players but giving two possible players for the seventh, and saying, "I won't be able to decide which of these people will play country X until the S 01 deadline. The rest of you had better negotiate with both; what's more, you'd better be able to reach the same agreements with both, because your orders will have to be the same no matter which of the two I stick in"! It's the last clause that makes the proper submission of orders impossible for the player wishing to do his best in each situation. Your rule says exactly the same thing, only a bit further along in the game.

As long as I'm writing, I might as well fill up the other side of the page by contributing my two cent's worth to the Great Debate on the recognition of China. This is a rather hazardous adventure for a politically incurious citizen of a country which has recognized Peking for several years, and it's hard for me to get into an American skull and understand why both sides are foaming at the mouth. So I'll restrict myself to a few questions: 1. Would it make any difference if the US had never signed a treaty with Taiwan? I gather that its terms are being adhered to, but does part of the controversy surround your "moral duty" to continue support for Taiwan indefinitely? 2. Do the labels affect the question? If the Peking government were to disavow the name "Communist" (or if the Taiwanese, foolishly, embraced it) without changing the actual government structures in the slightest, would Carter's action have met with more acceptance?

("How many legs does a puppy dog have if you call his tail a leg?" "Four, because calling a tail a leg doesn't make it one". 1a. No. 1b. Yes. With all due respect, the US, and the US alone, is the only and last bulwark in the world against the new Dark Ages of a Communist world. Canada, or anyone else, or everyone else, can do as they wish; THEY are not burdened by the defense of the free world. Should other nations adopt Rod Walker's view of using others as pawns, it doesn't matter nearly as much as if the United States were actually to do so.

On the game, I'm afraid you're all wrong. Your 8-player example is a false analogy. To make it "exactly the same thing", one player (A) would be the real player, the other (B) the standby. True, no one knows if A will come through or not; no one can know for sure. That's the way the standby system functions. No one's orders have to be the same, then or ever; I fail to see where you conjured that up from. If a player misses, the standby may or may not get it. (May or may not accept it, also). While this does not permit each player to "do his

Reply to Smyth, cont'd

best in each situation", no one ever can when there is an NMR. There are 2 alternatives: call a standby and go on, or delay the game if there's a second NMR and first then appoint a replacement. Either one screws the players; NMRs always do. I opt to keep the games going.

You come closest to having a solid argument when you point out the case of a retreat. Unfortunately, though, a little thought further on the matter shows that this loophole works for my position: for, if there is a retreat, then players are allowed to condition their orders on its result and, of course, know WHO MADE THE RETREAT. Thus the rug gets pulled out from under that example.

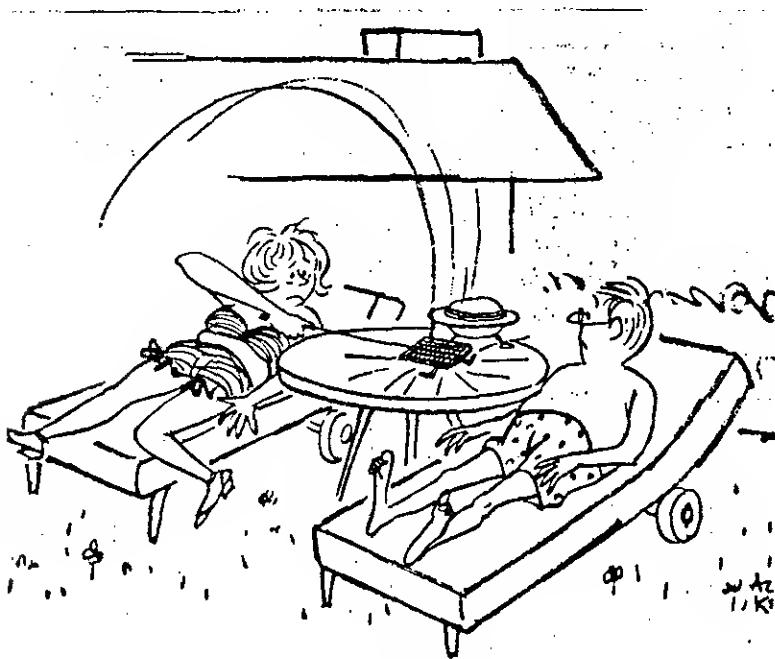
In conclusion, then, I have to reject your arguments as either false analogy, or error. I do hope, though, that this exchange will encourage some thought among the readers & players.) J.W.

[[Randolph is the publisher of Canada's best Dipzine, Fol Si Fie, now over 100 issues, and is an old respected hobby figure.]]

LATE NOTES

I just got Lee Kendter's first monthly NEED A GAME list; I'll run it next issue, but if you'd like to know, write and I'll send you a copy by return mail. ALL PUBLISHERS SHOULD WRITE LEE WITH THEIR OPENINGS, AND RUN HIS LIST, PLEASE! These fellows are working for free to provide a much-needed hobby service, and should at least warrant a mention in little more space than is taken up by those idiotic linear separators people use...

REVISITING STAR WARS REVISITED will slide to next issue. No time to type it or space to put it.



"Hail, earth people! Greetings from the planet..."



"I wish the General would ford streams like the rest of us; it's unnerving when he does that!"

The Charles Roberis Awards

NOMINATION BALLOT

1978

The following Game and Magazine titles have been submitted by the publishers for this nomination ballot. These lists should be considered as guidelines only. Feel free to vote for any game or magazine not listed that was published during 1978. Final voting will be at Origins 79.

PRE TWENTIETH CENTURY

- Acre (SPI)
- Agincourt (SPI)
(Battle of the) Agincourt (GDW)
- Alma (SPI)
(Battle of the) Alma (GDW)
- The Art of Siege (SPI)
- Balaclava (SPI)
- Blenheim (WWW)
- Constantinople (SPI)
- Crimean War (SPI)
- The Crusades (SPI)
- Dresden 1813 (SG)
- Le Grand Empire (SC)
- Guilford Courthouse (GDW)
- Inkerman (SPI)
- Lille (SPI)
- Lobositz (GDW)
- Napoleon (AH)
- Napoleon at Bay (DSG)
- Marston Moor (WWW)
- † La Bataille de Preussisch-Eylau (ME)
- Sevastopol (SPI)
- † Source of the Nile (DG)
- Stone wall (SPI)
- System 7 (GDW)
- Tchernaya (SPI)
- Tyre (SPI)

- Red Sun Rising (SPI)
- Rommel and Tunisia (DSG)
- Serbia/Galicia (SPI)
- Submarine (AH)
- Tannenburg (SPI)
- † Tokyo Express (TCR)
- Up Scope! (SPI)
- Verdun (GDW)
- Von Hindenburg in Poland (SPI)
- War in the Pacific (SPI)

AMATEUR MAGAZINES

- Aerodrome (TSR)
- Perfidious Albion (CV)
- Signal (JM)
- Swabbers (MC)
- Tributary (DG)

AMATEUR GAME

Those games in the lists marked with a dagger (†) are 'amateur' games, and are eligible in both the Best Game of Period and the Best Amateur Game categories. Once again, this is a guideline only.

HALL OF FAME

Any person or group, Game or Publication that is, or has been associated with wargaming is eligible for the Hall of Fame award, except these previous winners: Charles Roberts, Don Trumbull, James Dunnigan, Tom Shaw, and Redmond Simonsen. Unlike the other categories, voting for the Hall of Fame award will not be done at Origins. This is the ballot for this award.

20TH CENTURY

- Assault on Crete (AH)
- Atlantic Wall (SPI)
- The Brusilov Offensive (SPI)
- Caporetto, 1917 (SPI)
- Battle for Cassino (SPI)
- Cross of Iron (AH)
- Descent on Crete (SPI)
- Desert Rats (SG)
- The Great War in the East (SPI)
- To the Green Fields Beyond (SPI)
- I.J.N. (SC)
- Indian Ocean Adventure (GDW)
- Kesselring (WWW)
- Kharkov (SPI)
- The Next War (SPI)
- 1942! (GDW)
- Operation Crusader (GDW)
- Operation Condor (WWW)
- Operation Typhoon (SPI)
- Panzerkrieg (DSG)
- Quebec Libre! (SC)

PHYSICAL SYSTEMS AND GRAPHICS

Any game is eligible for the Best Physical Systems and Graphics In a Game award.

PROFESSIONAL MAGAZINES

- Campaign (LE)
- The Dragon (TSR)
- Fire and Movement (BP)
- The General (AH)
- Little Wars (TSR)
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